NES-FJ-USA

Fisher-Price®

Perfect Fit™

INSTRUCTION BOOKLET

MESSAGE TO PARENTS

Now, children ages 3 to 8 have their "very own" Nintendo game, one that is entertaining and simple for young fingers to manipulate, while educational and stimulating to challenge young minds. *Perfect Fit*™ helps children develop skills in picture and shape recognition, spatial relationships, hand-eye coordination, and working within a time limit.

This game has been designed under the direction of child care experts, educators, parents, and children at Fisher-Price®'s Play Laboratory. We feel certain your child will share their enthusiasm.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

This game is licensed by Nintendo® for play on the Nintendo ENTERTAINMENT SYSTEM®

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Fisher-Price™

Perfect Fit™

Match and fit each puzzle piece into its silhouette.
Does it fit? Is it upside down? Does it need to be flipped left to right?
Watch the clock! Play with a friend! Play against the computer!
Perfect Fit is a perfectly fitting way to learn while playing.

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HOW TO USE THE CONTROLLER

1. If 1 player plays alone or against the computer, only Controller 1 is used.

2. If 2 players are competing, Player #1 uses Controller 1 and Player #2 uses Controller 2.

CONTROL PAD

1. Pressing the black arrow key button (⬆) or (⬇) moves the *on-screen selection arrow* up or down.

2. Pressing the black arrow key button (⬆), (⬇), (⬅), or (➡) moves the puzzle piece up, down, left, or right into its flip box or into its silhouette in the match-and-fit area. Puzzle pieces can be moved by successive presses of a button or by holding the button down.

SELECT BUTTON

Press the black SELECT BUTTON to end one game and see your choices for a new game.

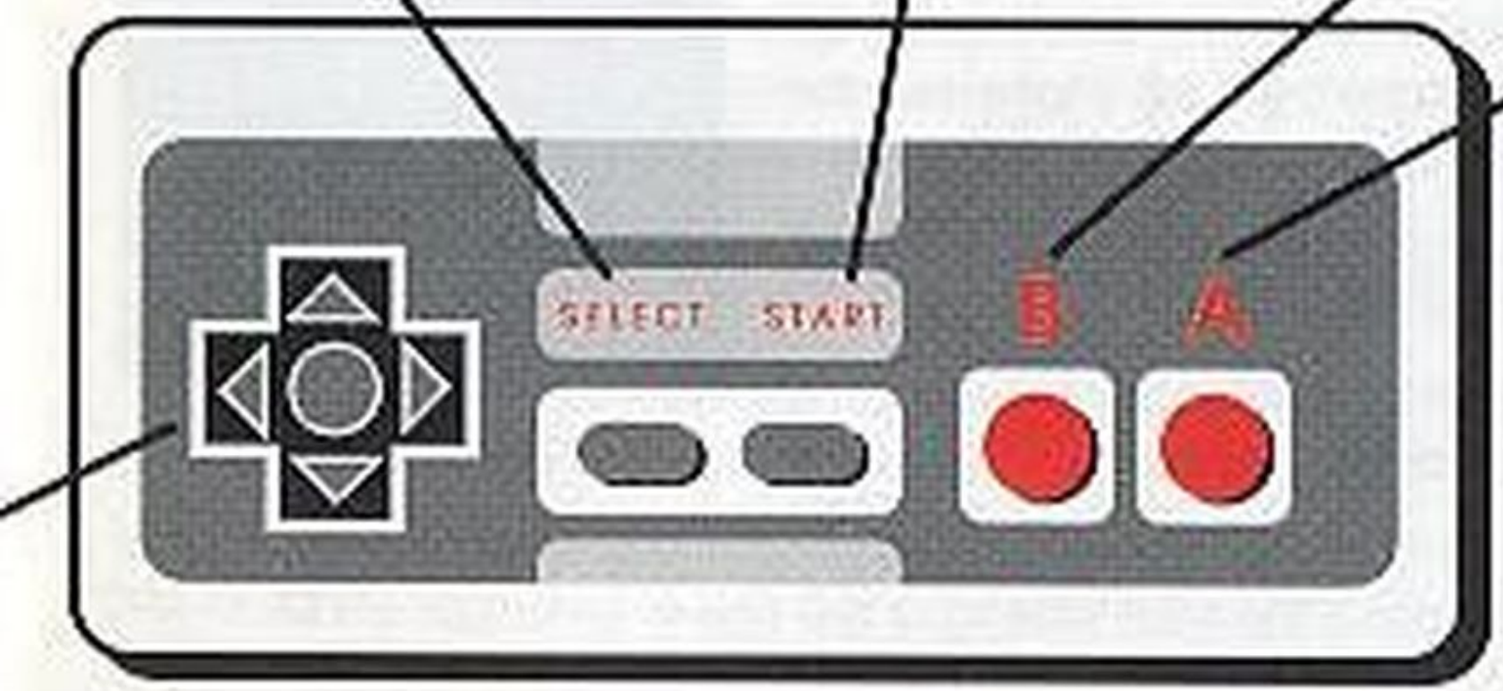
START BUTTON

Press the black START BUTTON to pause the game at any time.

BUTTON B

Press the red BUTTON B to take turns during the game.

Press the red BUTTON B to restart the game after it is paused.



BUTTON A

Press the red BUTTON A to lock in a selection.

Press the red BUTTON A to go from one instruction screen to the next one.

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SETTING UP THE GAME

1. Insert the Game Pak into your Nintendo Entertainment System. Press down until you hear a click.

2. Press the POWER BUTTON. The red light next to it will go on.

3. After the game title animation is finished, press any button on Controller 1 for the GAME PLAY/INSTRUCTIONS screen.

4. When the selection screen (GAME PLAY or INSTRUCTIONS) comes on, use the black down/up direction arrow key buttons (⬆) (⬇) to move the selection arrow to your choice.

5. Once you have selected your option, press any button to advance to the next screen.

6. If the INSTRUCTIONS option is selected, a series of instruction screens appears. Press the red BUTTON A to advance these screens.

7. If GAME PLAY is selected, the next screen is the player selection screen.

8. Select ONE PLAYER/TWO PLAYERS. Press BUTTON A to advance to the next screen.

a. If ONE PLAYER is selected, the option of PLAY ALONE/AGAINST COMPUTER is offered.

1) If PLAY ALONE is chosen, the screen advances to the player's name screen.

2) If AGAINST COMPUTER is chosen, the screen advances to Player #1's name screen. A computer opponent will be automatically selected and named, and will appear when the game begins.

b. If the TWO PLAYERS option is selected, the players use their controllers to spell out their names.

NOTE: Decide who should go first. The player going first would be identified as Player #1.

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HOW TO ENTER YOUR NAME

1. Press the appropriate black arrow key button on the control pad to move the cursor ([ ]) up, down, left, or right to find a letter.

2. Press the red A BUTTON after each letter is selected.

3. If an incorrect letter is selected, that letter can be erased by moving the cursor to DEL. Press BUTTON A and the letter will be deleted.

4. When the name is finished, move the cursor to END. Press BUTTON A to continue.

LEVELS OF PLAY

The LEVEL SELECTION screen appears next. The game has three levels of play or difficulty. Start at the level which will provide a successful, fun experience before attempting the challenge of a higher level. Use the black up or down arrow key button to select the level. Press BUTTON A to continue. (This brings up the beginning of game play.) The levels are as follows:

1. Level One

a. 1 Player—A simple match-and-fit puzzle with *no* flips. There is no time limit to solve the three puzzles.

b. 2 Players—A simple match-and-fit puzzle with *no* flips. There is no time limit to solve the three puzzles.

2. Level Two

a. 1 Player—A simple match-and-fit puzzle *with* flips. There is a time limit of 6 minutes to solve the three puzzles. The timer starts at 6:00 and counts backwards to 0:00. The players try to improve their scores each time they play by using less time to get through the puzzles.

b. 2 Players—A simple match-and-fit puzzle *with* flips. There is a time limit of 6 minutes to solve the three puzzles. The timer starts at 6:00 on each player's first turn and continues where it left off on the next two turns until it reaches 0:00, or the player solves the three puzzles. The player with the most time left is the winner.

3. Level Three

a. 1 Player—A large match-and-fit puzzle *with* flips. There is a time limit of 3 minutes to solve the three puzzles. The timer starts at 3:00 and counts backwards to 0:00. The players try to

improve their scores each time they play by using less time to get through the puzzles.

b. 2 Players—A large match-and-fit puzzle *with* flips. There is a time limit of 3 minutes to solve the three puzzles. The timer starts at 3:00 on each player's first turn and continues where it left off on the next two turns until it reaches 0:00, or the player solves the three puzzles. The player with the most time left is the winner.

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HOW TO PLAY A 1- OR 2-PLAYER GAME

Level One

1. Puzzle pieces drop down the chute, one at a time.

2. Use the black arrow key buttons to move the puzzle piece towards its silhouette in the match-and-fit area.

3. When the puzzle piece matches up to its silhouette, press BUTTON A to lock it in.

4. If the fit is correct, another piece drops down the chute or the current puzzle will end (if it is the last piece of the puzzle).

5. If the fit is incorrect, a buzz will sound. Try again.

6. When all puzzle pieces have been played, Player #1's turn ends. Player #2 goes next, following Steps 1-5.

7. Players may proceed at their own pace. (The timer does not operate on Level One.)

8. Each player takes a turn at 3 Puzzles to make up a complete game.

Levels Two and Three

1. Puzzle pieces drop down the chute, one at a time, as the timer begins counting.

2. If the puzzle piece appears in a reversed or an upside-down position, that position needs to be changed or "flipped" before it is moved into the match-and-fit area.

3. To flip a piece, use the up or down black arrow key button to place it over the vertical (↕) or horizontal (↔) arrows. Press BUTTON A to lock it in. The piece will flip in the direction shown.

4. Then use any of the 4 black arrow key buttons to move the puzzle piece towards its silhouette in the match-and-fit area.

5. When the puzzle piece matches up to its silhouette, press BUTTON A to lock it in.

6. If the fit is correct, another puzzle piece drops down the chute or the current puzzle will end (if it is the last piece of the puzzle).

7. If the fit is incorrect, a buzz will sound. Try again.

8. When all puzzle pieces have been played, Player #1's turn ends. Player #2 goes next, following Steps 1-7.

9. The clock counts backwards and shows how much time is left. The clock starts at 6:00 on Level Two and at 3:00 on Level Three.

10. Each player takes a turn at 3 Puzzles to make up a complete game.

HOW TO PLAY AGAINST THE COMPUTER

1. If a 1-player game AGAINST THE COMPUTER is chosen, that player is Player #1 and follows directions for entering name and level.

2. Player #1 takes the first turn.

3. When Player #1 presses BUTTON B to complete a puzzle, the computer player's name appears.

4. The computer makes its moves automatically, and can make mistakes and use up time.

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SCORING

1. There is no scoring in Level One.

2. *Perfect Fit* points are automatically calculated for Levels Two and Three by the computer in the following way:

   a. Level Two: The remaining time (in seconds) multiplied by 10 equals your points. So, if you have 30 seconds remaining, you earn: 30 x 10=300 points. If the remaining time is 1:10, which is 1 minute and 10 seconds, that is the same as 70 seconds. So, you earn: 70 x 10=700 points.

   b. Level Three: The remaining time (in seconds) multiplied by 20 equals your points. So, if you have 30 seconds remaining, you earn: 30 x 20= 600 points. If the remaining time is 1:10, which is 1 minute and 10 seconds, that is the same as 70 seconds. So, you earn: 70 x 20=1400 points.

3. Top scorers in the 1-Player and 2-Player games will be placed in the Hall of Fame.

4. If a computer player has a high enough score, it, too, will be placed in the Hall of Fame.

WINNING THE GAME

1. Level One: Fitting the puzzle pieces into all 3 silhouettes makes a player a winner.

2. Levels Two and Three:

   a. 1-Player Game — Getting a higher score than in previous games makes a player a winner.

   b. 2-Player Game — Solving all the puzzles in the least amount of time makes a player a winner.

3. If both players' scores are among the top 8 scores during that play session, both players have their names and scores entered in the Hall of Fame.

4. Scores remain in the Hall of Fame during one session of game play. The pages at the back of this instruction booklet may be used to keep a record of high scores.

5. After the Hall of Fame is viewed, players press any button to continue.

6. Players then can choose to play again with the same players at the same level or new players at a different level. Either player can use the up or down arrow key button to make that choice, then press any button to lock it in.

7. If players do not wish to play again, turn off the POWER BUTTON on the Nintendo Entertainment System and remove the Game Pak.

SAFETY PRECAUTIONS

1. This high-precision Game Pak contains complex electronic circuitry. Avoid temperature extremes when storing it or unnecessary shock when moving it.

2. Terminal connectors should not be touched or allowed to get wet or dirty. This can damage the game.

3. Never attempt to open or take apart the Game Pak.

4. Do not clean the Game Pak with paint thinner, benzene, alcohol, or any such solvents.

5. Be certain that the Control Deck POWER BUTTON is turned off when inserting or removing the Game Pak cartridge.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception.

It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

GameTek, Inc. warrants to the original consumer purchaser of this GameTek Nintendo Game Pak ("Game Pak") that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Game Pak is sold "as is," without express or implied warranty of any kind, and GameTek is not liable for any losses or damages of any kind resulting from use of this Game Pak. GameTek agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Game Pak, postage paid, with proof of date of purchase, at its Corporate Offices: 2999 NE 191 St., No. Miami Beach, FL 33180.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Game Pak has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE GAMETEK. ANY IMPLIED WARRANTIES APPLICABLE TO THIS GAME PAK, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL GAMETEK BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS GAME PAK.

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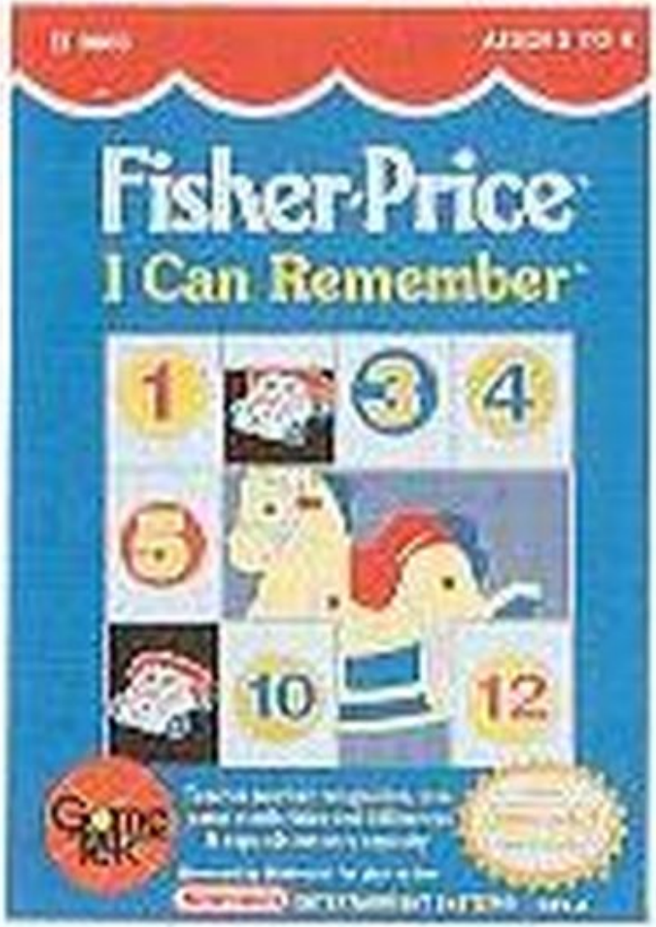
LOOK FOR THESE OTHER EXCITING KIDS', TEENS', AND FAMILY GAMES FROM GAMETEK!

I CAN REMEMBER™

This absorbing and involving program gives preschoolers and primary-grade children an entertaining introduction to Nintendo game play. As they play, kids are strengthening their memory skills, reinforcing number recognition, and developing eye-hand coordination. The multiple skill levels offer ongoing challenges as kids grow and develop.



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JEOPARDY!® JUNIOR EDITION — This exciting, fun-filled version of the popular TV show has questions and answers that kids to teens are curious about, with competition against friends or against the computer.

DOUBLE DARE™ — Kids to teens test their minds on subjects from rock to rocks, and test their skill and reflexes on the Physical Challenges and the famous Double Dare Obstacle Course. Double Dare is Double Action, Double Challenge and Double Double Fun!

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WHEEL OF FORTUNE® FAMILY EDITION — Everybody's favorite TV game show has an all-new edition. Spin the wheel, guess the letters, and watch the pretty hostess reveal the words. Hours of family fun!

JEOPARDY!® 25th ANNIVERSARY EDITION — Be the first to press the buzzer and guess the "questions" to almost 2,000 "answers" as you celebrate the Silver Anniversary of the 2nd highest rated game show on TV. Great fun and a great challenge!

HOLLYWOOD SQUARES™ — It's tic-tac-toe with a twist! Get your X's and O's by figuring out whether the "celebrities" are giving correct answers or making them up...but not before you enjoy their rib-tickling ad libs.

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DATE	MY		OPPONENT'S		PLAY LEVEL
	NAME	SCORE	NAME	SCORE	

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DATE	MY		OPPONENT'S		PLAY LEVEL
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For technical assistance or game play support, please call GameTek Customer Service at 1-305-935-3995.
Hours are 8:00AM-5:00PM Eastern time, Monday through Friday. Sorry, no collect calls.